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| Genshin Impact damage calculator | |
| Problem | An app that calculates damage for the videogame “Genshin Impact”; it needs to do the math for the base damage of the player and the other 3 types of damage (Transformative, Amplifier, Additive) |
| Input | Team (boolean) |
| Character damage (int) |
| Critical Chance (PDC) (double) |
| Critical Damage Percentage (DC) (double) |
| Character level (int) |
| Elemental Mastery (double) |
| Type of damage (String) |
| Transformative multiplier type (string) |
| Amplification multiplier type (boolean) |
| Additive multiplier type (boolean) |
| Output | Team total damage (int) |
| Team Member 1 damage (int) |
| Team Member 2 damage (int) |
| Team Member 3 damage (int) |
| Team Member 4 damage (int) |
| Single character damage (int) |
| Example | Yellow = code, No color = user  “¿Team? (y/n)”  n  “Please write character damage, character level, critical chance, critical damage percentange, and elemental mastery.”  200  15  20  50  120  “What type of damage does your character do? (Transformative/Amplificative/Additive)”  Amplificative  “Vaporize or Melt?”  Melt  “Your character total damage is: Amplification damage ” |

